


```
glMatrixMode( GL_PROJECTION );  
glLoadMatrix( intrinsic matrix of projector );  
glMultMatrix( xform for rendering view )  
glMultMatrix( inverse(xform for shading view) );  
glMatrixMode( GL_MODEL VIEW );  
glLoadMatrix( xform for shading view );  
// set virtual light position(s)  
// render graphics model
```

200

FIG. 2

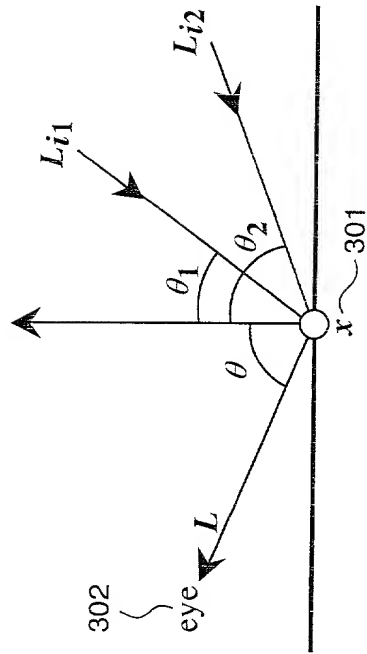


FIG. 3a

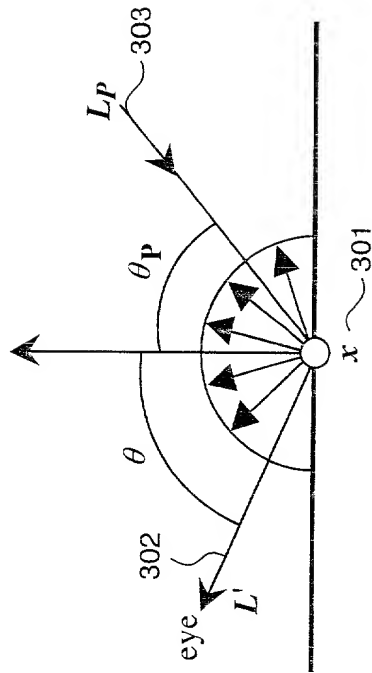


FIG. 3b

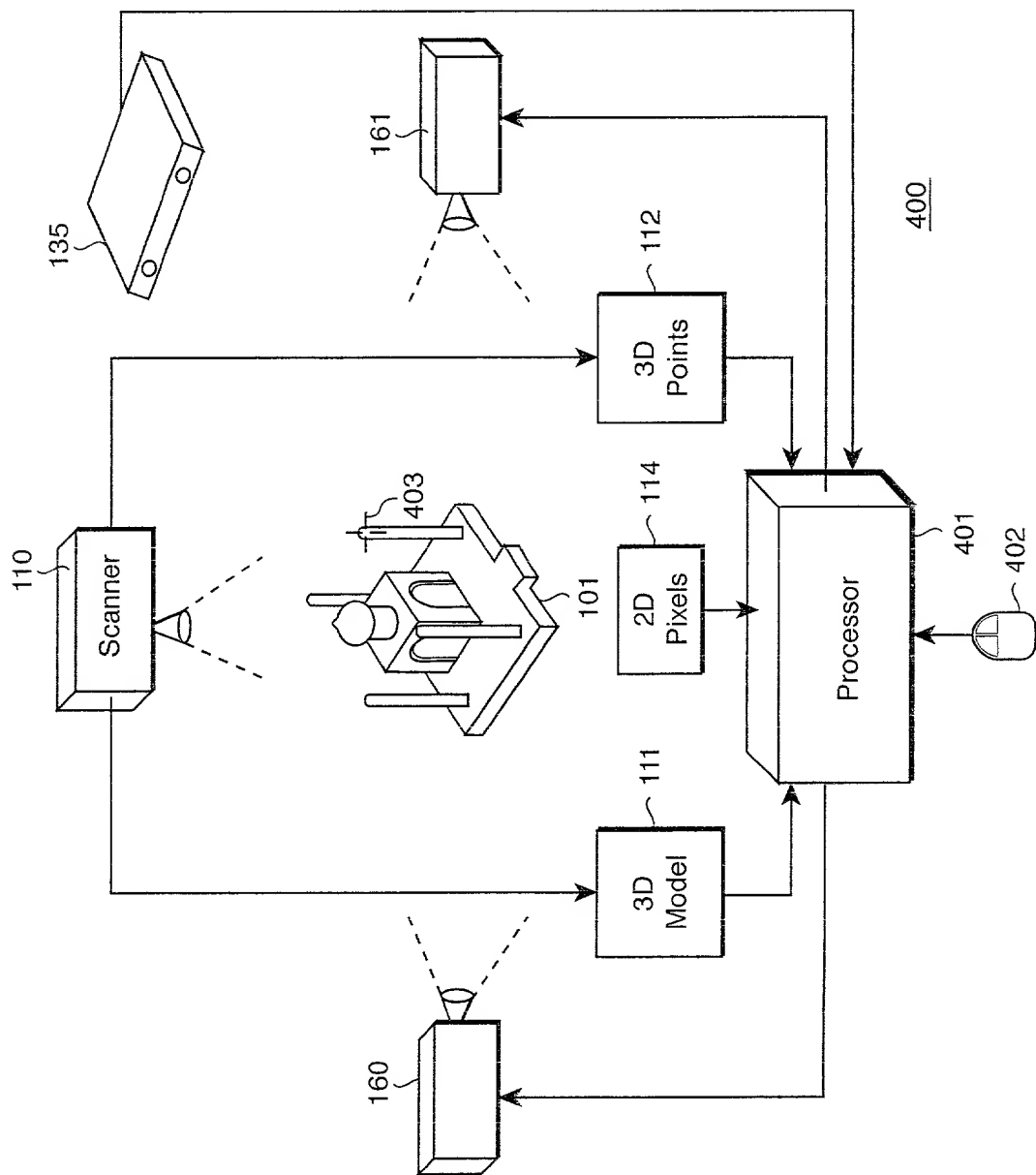


FIG. 4

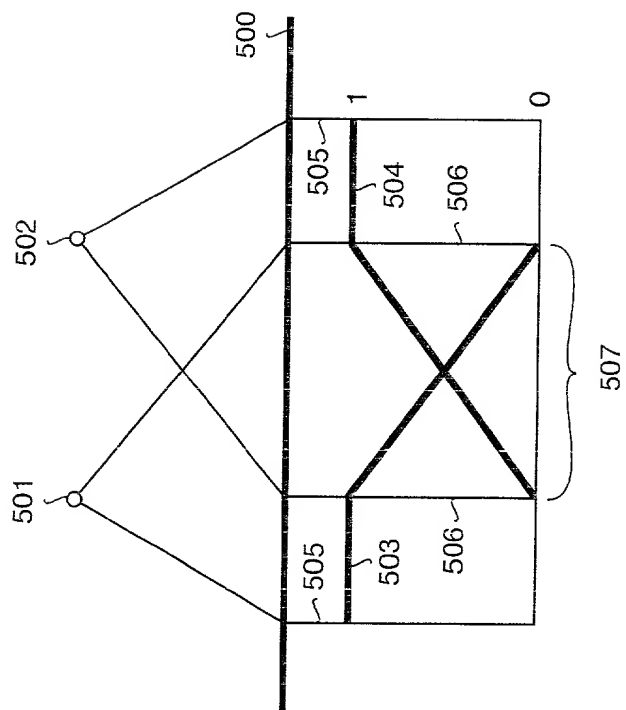


FIG. 5
PRIOR ART

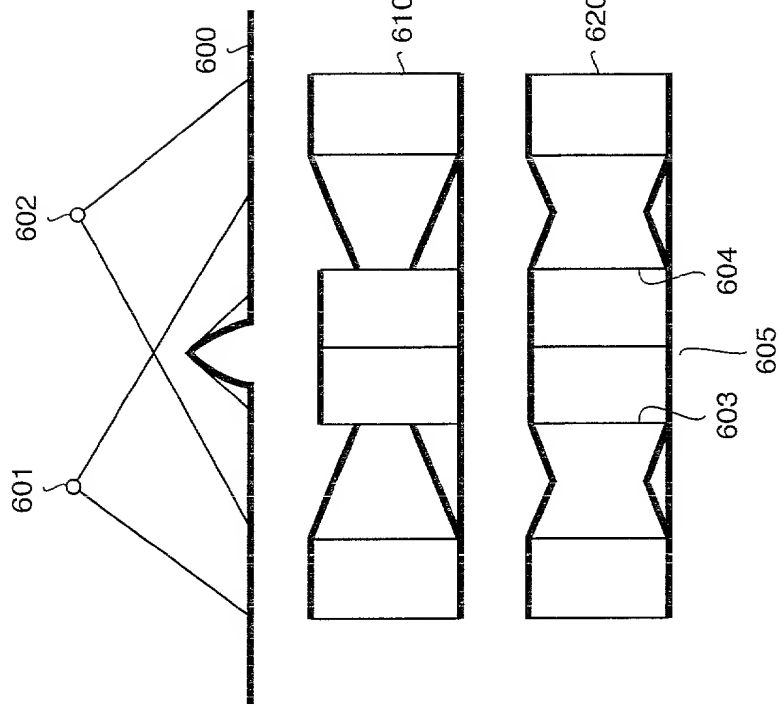


FIG. 6

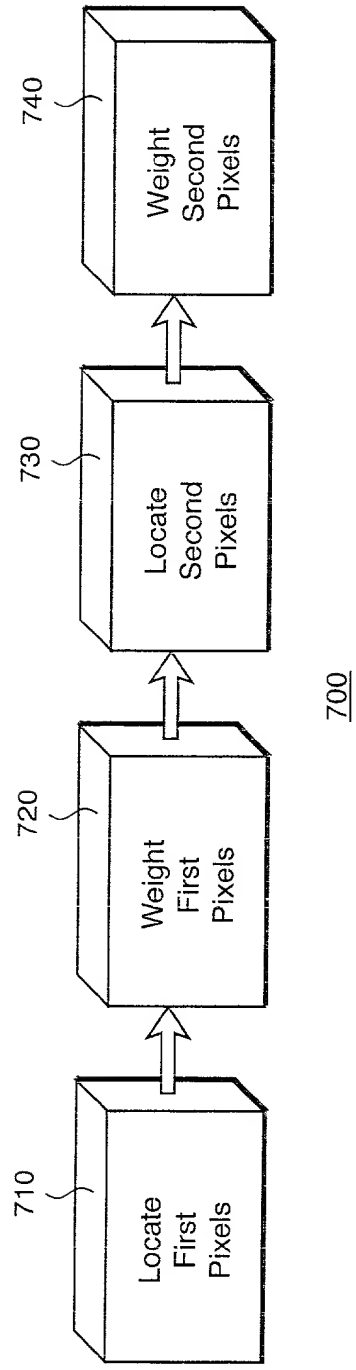


FIG. 7

At each projector,
 Compute boundaries between regions of overlap count 1 and >1
 Compute depth discontinuities using edge detection in depth buffer
 For each pixel in overlap region
 update shortest distance to overlap count = 1 region ignoring
 paths crossing depth discontinuity

At each projector,
 For each pixel in overlap region
 Find all corresponding pixels in other projectors
 Assign weights inversely proportional to the shortest distance

800

FIG. 8

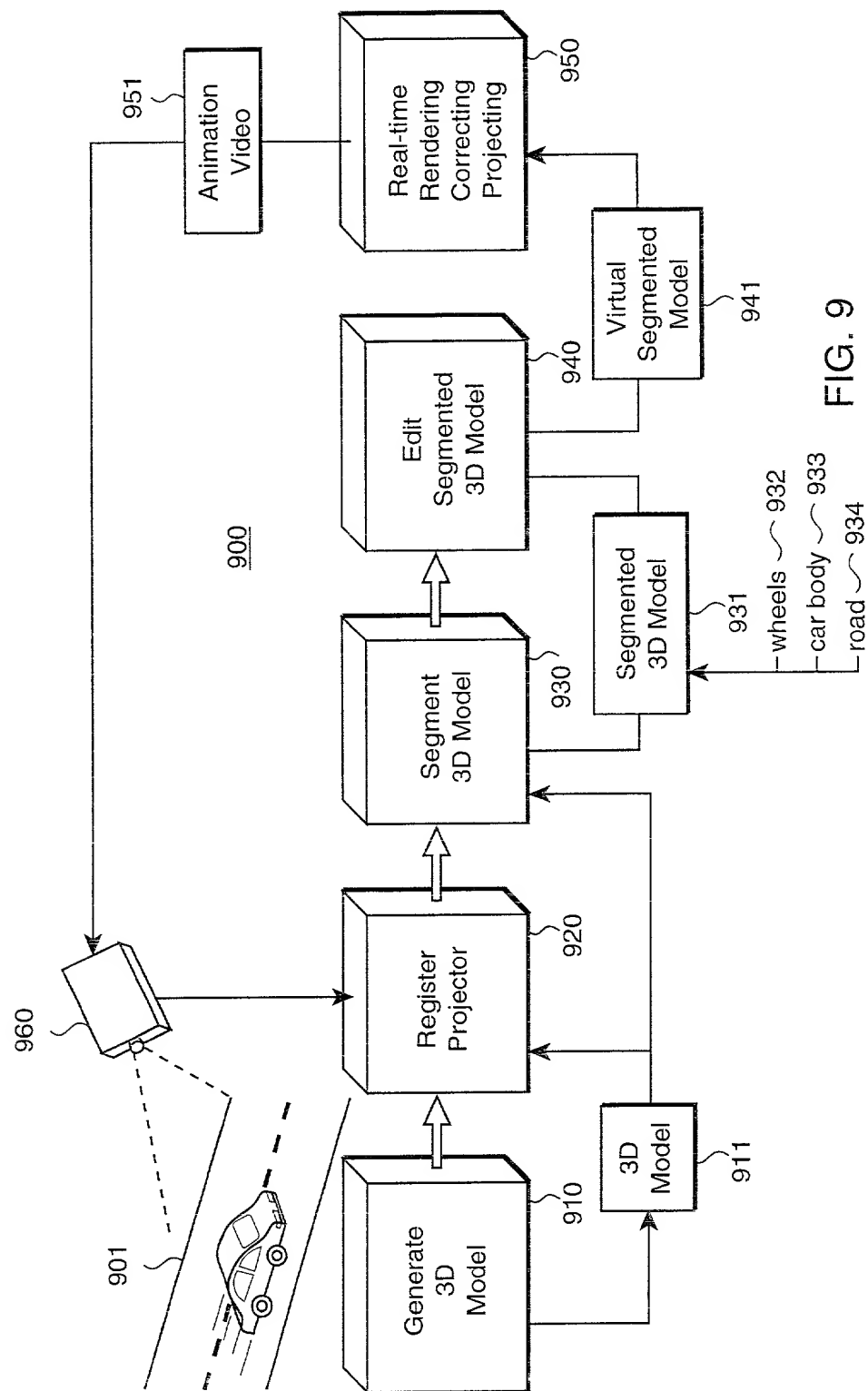


FIG. 9